

1/13

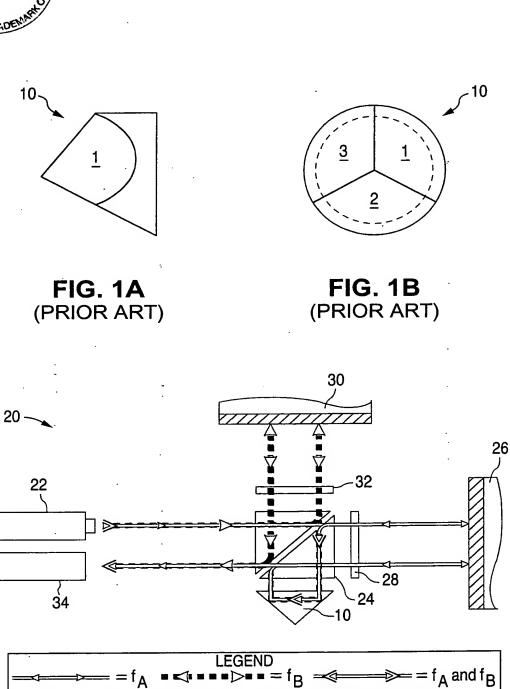
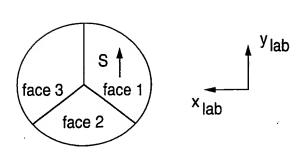


FIG. 2 (PRIOR ART)

SN: 10/734,990

Inv: Lawrence Hakchu Lee
Title: Phase-Compensated Cube
Corner in Laser Interferometry



30 N₁ N₁ a₂ x

Face 1 Coordinate Frame

FIG. 3

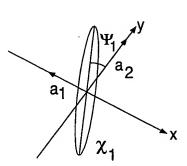
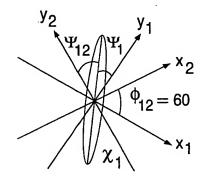


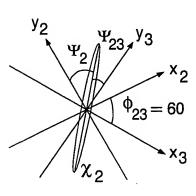
FIG. 4



Face 1 Coordinate Frame

FIG. 5

FIG. 6



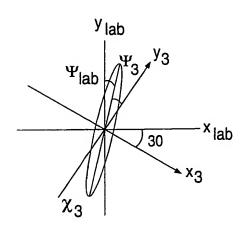
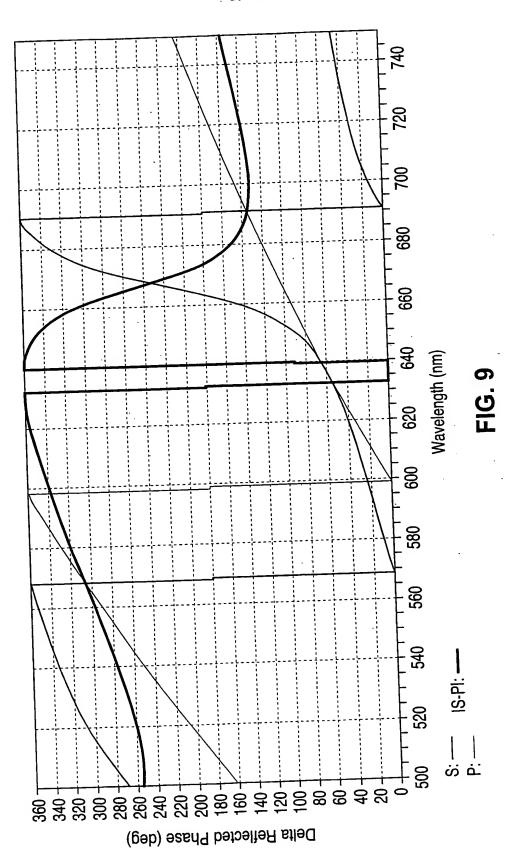


FIG. 7

FIG. 8

3/13



"SN: 10/734,990

Inv: Lawrence Hakchu Lee
Title: Phase-Compensated Cube
Corner in Laser Interferometry

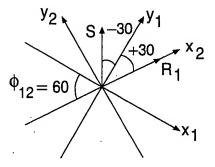


FIG. 10

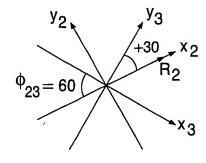


FIG. 11

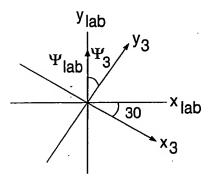


FIG. 12

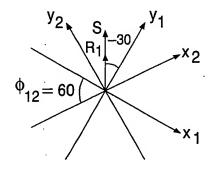


FIG. 14

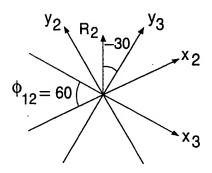


FIG. 15

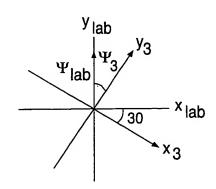
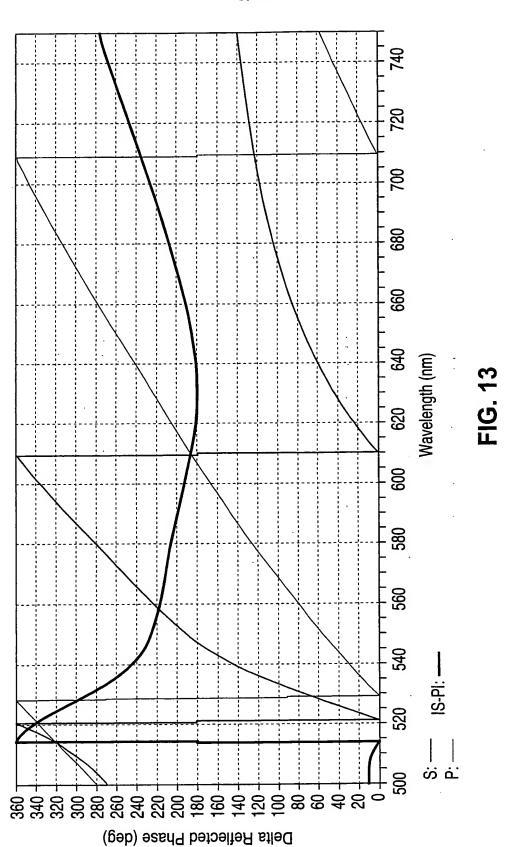
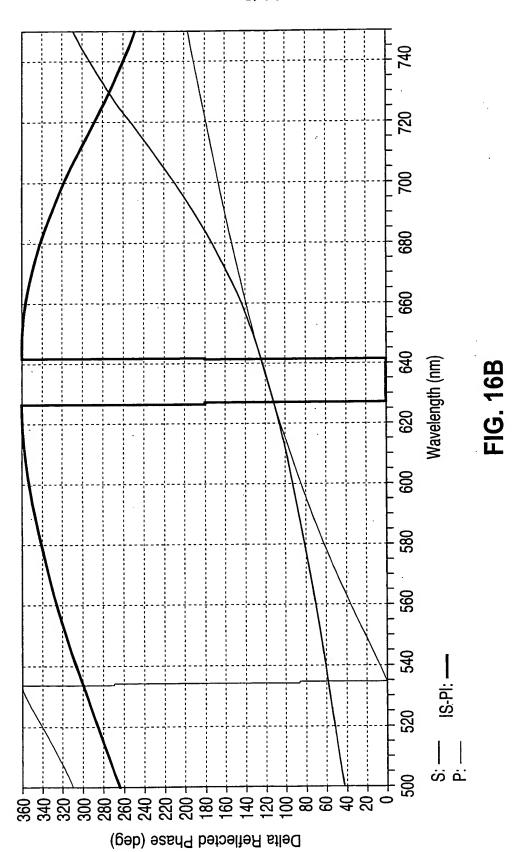


FIG. 16A

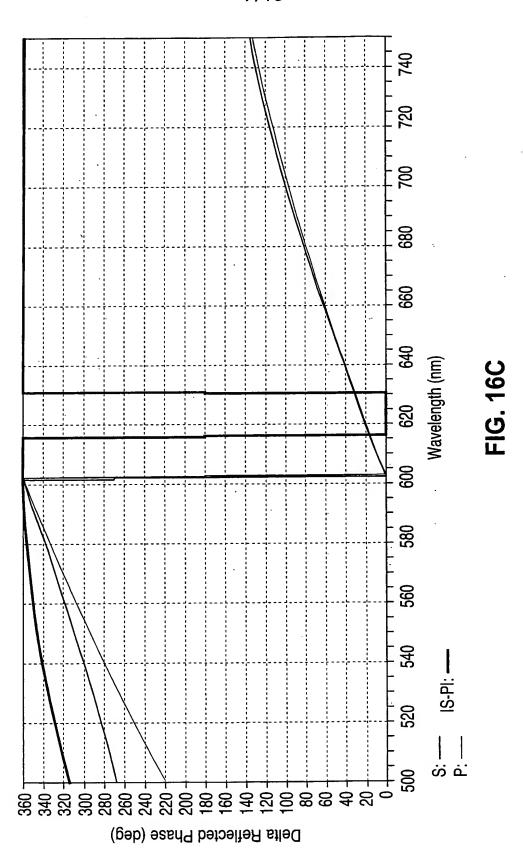








7/13



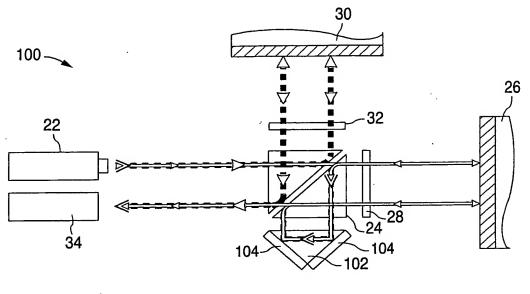


FIG. 17A

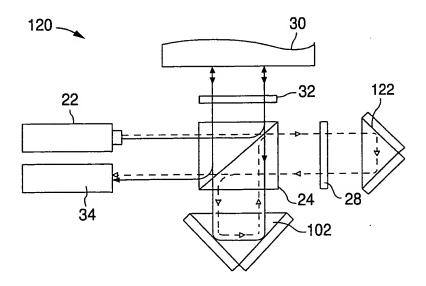


FIG. 17B

·SN: 10/734,990

9/13

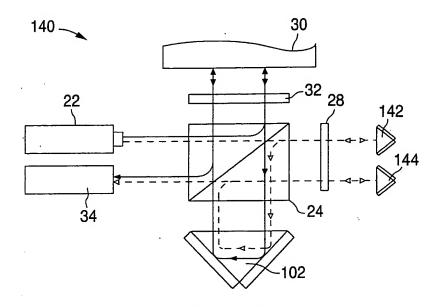


FIG. 17C

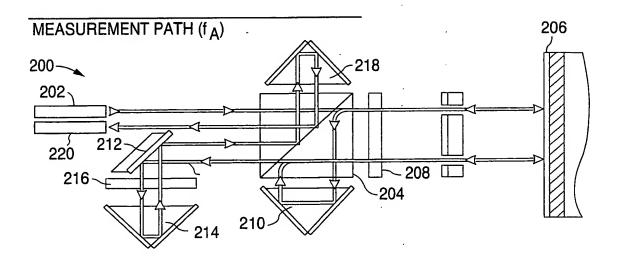


FIG. 18A

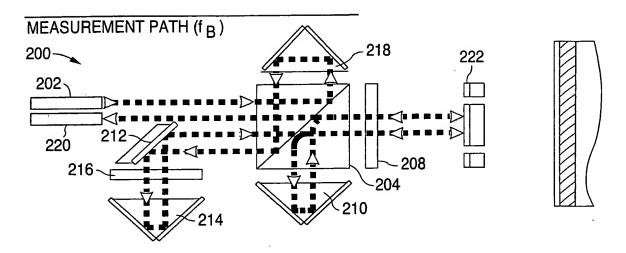


FIG. 18B

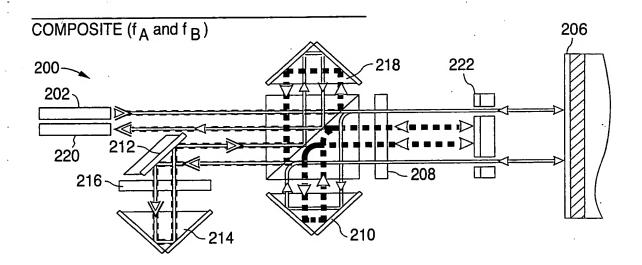


FIG. 18C

LEGEND
$$= f_A \quad \blacksquare \blacksquare \blacksquare \blacksquare \blacksquare = f_B \quad \blacksquare \blacksquare = f_A \text{ and } f_B$$

$$C = \square \quad \exists f_A \text{ and } f_B \text{ and }$$

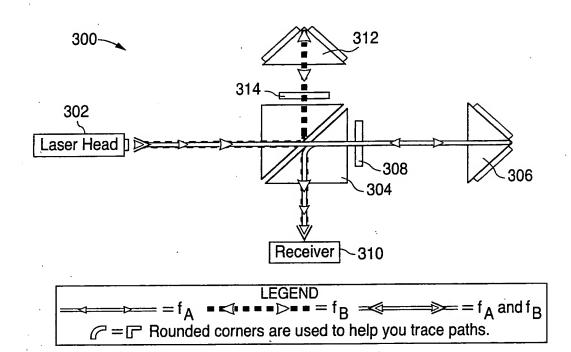


FIG. 19

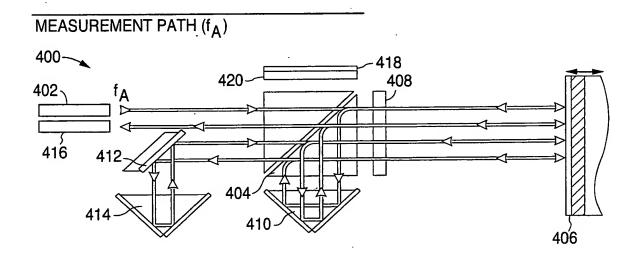


FIG. 20A

12/13

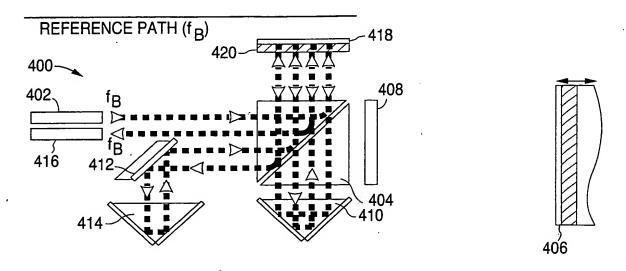


FIG. 20B

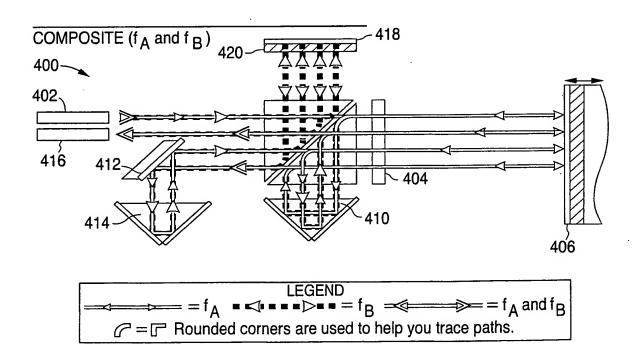
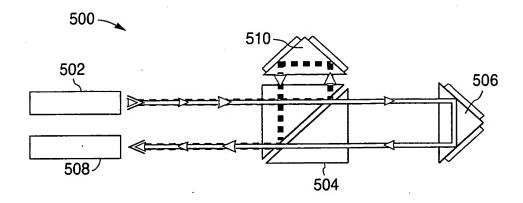


FIG. 20C

'SN: 10/734,990
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Title: Phase-Compensated Cube
Corner in Laser Interferometry



LEGEND
$$= f_A = A = B = B = A$$

$$C = C = B$$
Rounded corners are used to help you trace paths.

FIG. 21